

SERIOUS GAME DEVELOPMENT CANVAS

A) Desired Learning Outcomes:	C) Game Title:	C) Materials:	
	A) Topic Addressed:		
	A) Target Group:		
A) Educational Objectives:	C) Preparation Time:	C) Environment/Setting <i>(setting of the room, outfit of facilitators, ...)</i> :	
	A) Play Time:		
	C) Space Required:		
C) Context/Trailer <i>(How you introduce the game, what's the story)</i> :	B) Point system:	B) Leader board/classification/score:	
B) Game Rules:	B) Step-by-Step Game Mechanics:		B) Missions and levels:
B) Recognition:	C) Debriefing Questions <i>(following the Kolb cycle)</i> :	A) Educational Link <i>(what theory is used to conclude the game)</i> :	
C) Game Material Link:			